

**AMENDMENTS TO THE ABSTRACT:**

Please amend the Abstract as follows:

A video game apparatus includes a CPU, ~~and the CPU that~~ generates a game screen ~~when a~~ that depicts player character is ~~moved~~ movement while a game is being played. In addition, the CPU ~~executes a sound control process of a sound produced by a sound object~~ controls the production of sounds that seem to emanate from one or more sound objects displayed on the game screen. ~~That is, the CPU, When~~ When ~~[[when]]~~ a plurality of the sound objects of the same kind exist on the game screen, the CPU ~~calculates~~ computes sound volume data of the sounds produced by the respective sound objects~~[[,]]~~ and divides the ~~calculated~~ computed sound volume data into components of right sound volume data, left sound volume data, and surround sound volume data. ~~Furthermore, out of the respective~~ Using respective sound components ~~regarding from~~ all the displayed sound objects, the maximum components are extracted~~[[,]]~~ and localization data and ~~[[the]]~~ sound volume data ~~of the sound to be output~~ are ~~calculated~~ computed. Based on the ~~calculated~~ computed localization data and ~~[[the]]~~ sound volume data, the composite sound of ~~[[the]]~~ a sound object is output.